



Character \_\_\_\_\_ Player \_\_\_\_\_  
Class \_\_\_\_\_ Level \_\_\_\_\_  
Origin \_\_\_\_\_ Species \_\_\_\_\_

## CHARACTER RECORD SHEET

ABILITIES				ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	VITALITY	WOUNDS	Age
STR STRENGTH									_____
DEX DEXTERITY									_____
CON CONSTITUTION									_____
INT INTELLIGENCE									_____
WIS WISDOM									_____
CHA CHARISMA									_____

  

DEFENSE				CLASS MOD	MODIFIERS				MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	_____
				DEX	SIZE	MISC	TEMP				
	= 10 +										
				EQUIP MOD	PROTECTION WORN						

Vitality Dice

Current Vitality

Current Wounds

Handedness \_\_\_\_\_

Force Points \_\_\_\_\_

Light Side Dice \_\_\_\_\_

Dark Side Dice \_\_\_\_\_

Dark Side Points \_\_\_\_\_

SAVING THROWS						INITIATIVE		
	TOTAL	BASE	ABILITY	MODIFIERS		TOTAL	DEX	MISC
FORTITUDE CONSTITUTION								
REFLEX DEXTERITY								
WILL WISDOM								

70 YK07V 707VN  
LK7 171NEKA

ATTACK ROLLS							GRAPPLING		
	TOTAL	BASE	ABILITY	MODIFIERS		TEMP	TOTAL	ABILITY	SIZE
MELEE STRENGTH									
RANGED DEXTERITY									

WEAPONS						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
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Notes						
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Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

REPUTATION & FOLLOWERS		EXPERIENCE	
		Total Experience	
		XP's Needed For Next Level	

SKILLS					
MAX RANKS = LVL+3(1/2)	CROSS CLASS	TOTAL	MODIFIERS		KEY ABILITY
			RANKS	MISC	
Appraise ■					Int
Astrogate					Int
Bluff ■					Cha
Climb ■					Str*
Computer Use ■					Int
Craft ■ ( _____ )					Int
Demolitions					Int
Diplomacy ■					Cha
Disable Device					Int
Disguise ■					Cha
Entertain ■ ( _____ )					Cha
Escape Artist ■					Dex*
Forgery ■					Int
Gather Information ■					Cha
Handle Animal					Cha
Hide ■					Dex*
Intimidate ■					Cha
Jump ■					Str*
Knowledge ( _____ )					Int
Knowledge ( _____ )					Int
Knowledge ( _____ )					Int
Listen ■					Wis
Move Silently ■					Dex*
Pilot ■					Dex
Profession ( _____ )					Wis
Repair					Int
Ride ■					Dex
Search ■					Int
Sense Motive ■					Wis
Sleight of Hand					Dex*
Spot ■					Wis
Survival ■					Wis
Swim ■					Str
Treat Injury ■					Wis
Tumble					Dex*
_____					_____
_____					_____
_____					_____

## GEAR

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

## FORCE FEATS

## MOVEMENT/LIFTING

Movement		Rate	Movement		Rate
Walk (= Base)			Hour Walk		
Hustle			Hour Hustle		
Run (x3)			Day Walk		
Run (x4)			Special		
Load	Weight Carried		MAX DEX	CHECK PEN	RUN
Light			norm	norm	norm
Medium			+3	-3	x4
Heavy			+1	-6	x3

## CREDITS

LIFT OVER HEAD  
= MAX LOADLIFT OFF GROUND  
= 2 X MAX LOADPUSH OR DRAG  
= 5 X MAX LOAD

## FORCE SKILLS

MAX RANKS =  $WL+3(1/2)$ 

FEAT	CROSS CLASS	TOTAL	MODIFIERS			KEY ABILITY
			RANKS	MISC	ABILITY	
Affect Mind	Alter	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Cha
Battlemind	Control	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Con
Empathy ■	Force	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Wis
En. Ability	Force	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Wis
En. Senses	Sense	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Wis
Farseeing	Sense	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Wis
Fear ■ †	Sense	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Wis
Force Defense ■	Control	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Con
Force Grip ■ †	Alter	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Int
Force Push	Alter	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Int
Force Stealth ■	Control	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Con
Friendship	Force	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Cha
Heal Another ■	Alter	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Wis
Heal Self ■	Control	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Con
Move Object ■	Alter	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Int
See Force ■	Sense	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Wis
Telepathy	Sense	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Wis
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

■ CAN BE USED WITH □ RANKS — \* ARMOR CHECK PENALTY APPLIES — † DARK SIDE SKILL

## FEATS &amp; SPECIAL ABILITIES

## NOTES